



littleBeasts

THE FALLEN STAR OF ARKHAM

AGENDA

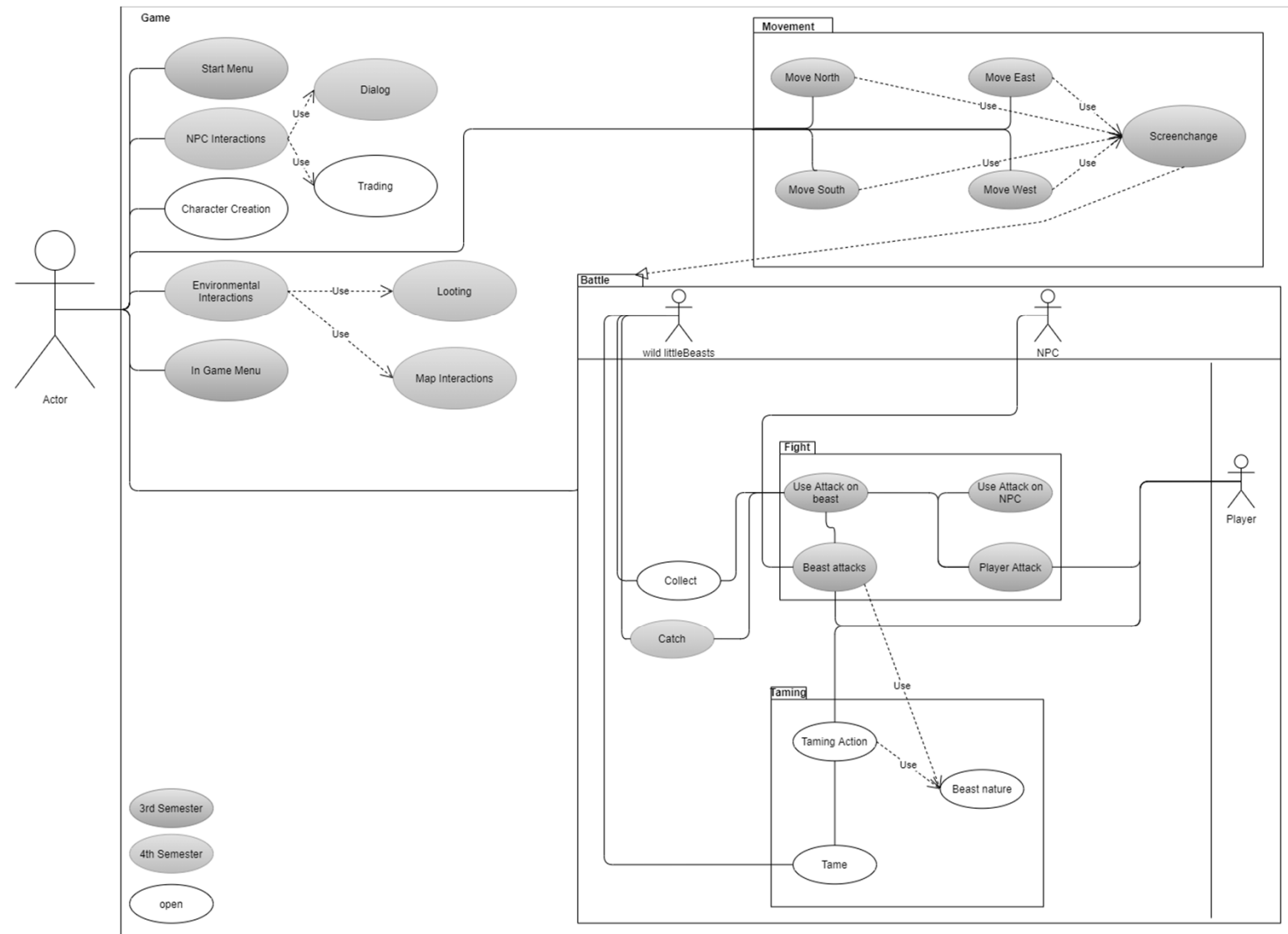
- BUSINESS NEEDS
- TECHNICAL ABILITIES
- QUALITY ASSURANCE
- DEMO

BUSINESS NEEDS

OUR VISION



THE SCOPE



ITERATIVE SCRUMMING

YT

Issues | Dashboards | Agile Boards | Reports | Projects | Knowledge Base | Create

littleBeasts

Filter cards on the board

Construction #5

25 May — 8 Jun

S

XL

TV

< ToDo

● 5h

< In Progress

● 4h

< Ready for Review

● 2h

< Done

● 3d3h

Uncategorized Cards

+

StartMenu

+

NPC Interactions - Dialog

+

LIT-133 Create Dialogues and add them to JSON

● Analysis & Des... ● Medium No flagged Lawand Allo No Type ● 1h

LIT-132 NPCs on Map

● Implementation ● Medium No flagged andreas.rheinwa... No Type ● 4h

Environmental Interactions - Looting

+

LIT-142 Item Boni Usage

● Implementation ● Medium No flagged Leon No Type ● 2h

Environmental Interactions - Map Interactions

+

LIT-134 Entity Movement

● Implementation ● Medium No flagged Leon No Type ● 5h

LIT-136 Place Monsters on Map

● Implementation ● Medium No flagged Daniel Burger No Type ● 4h

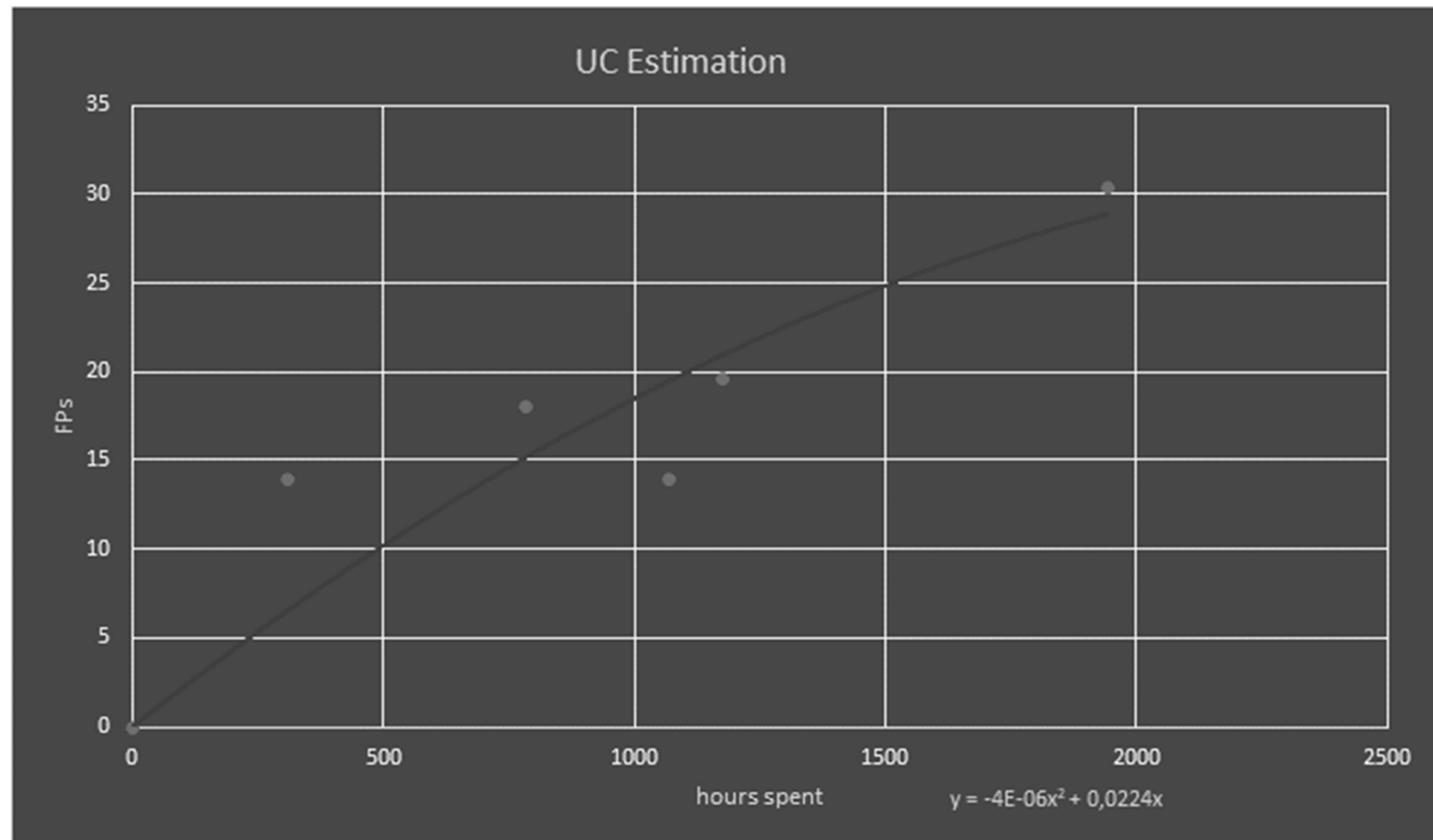
LIT-135 Interaction with map elements

● Implementation ● Medium No flagged Daniel Burger No Type ● 3h

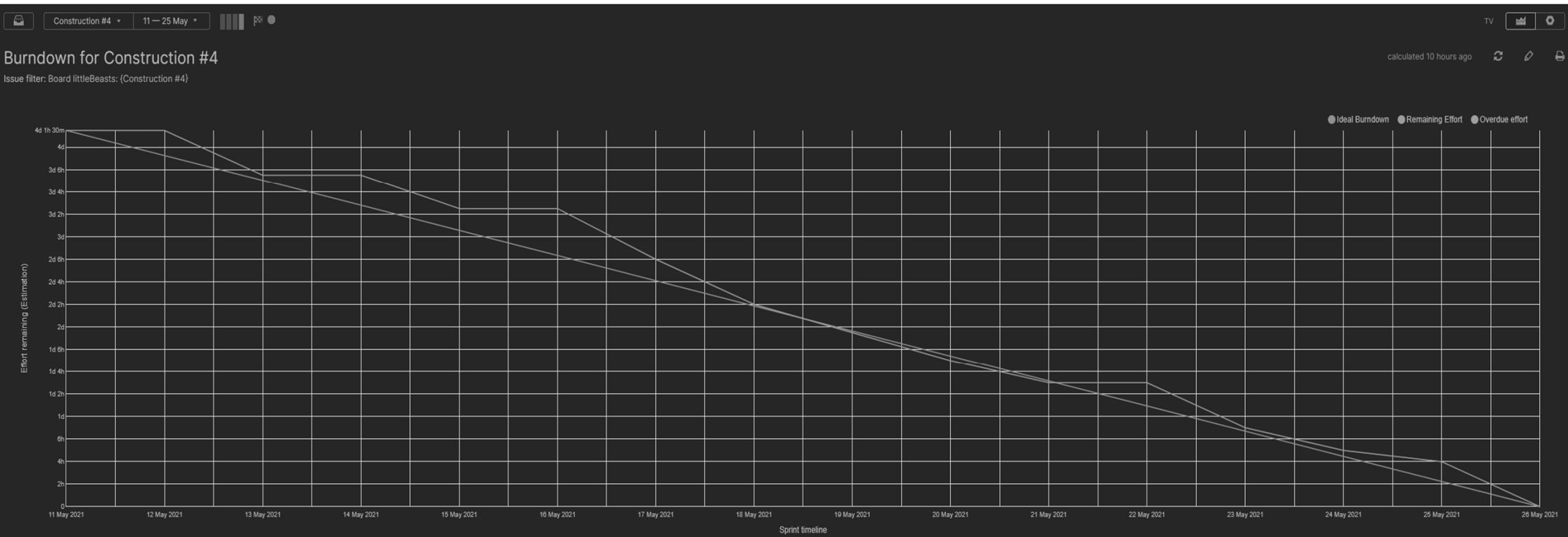
In Game Menu

+

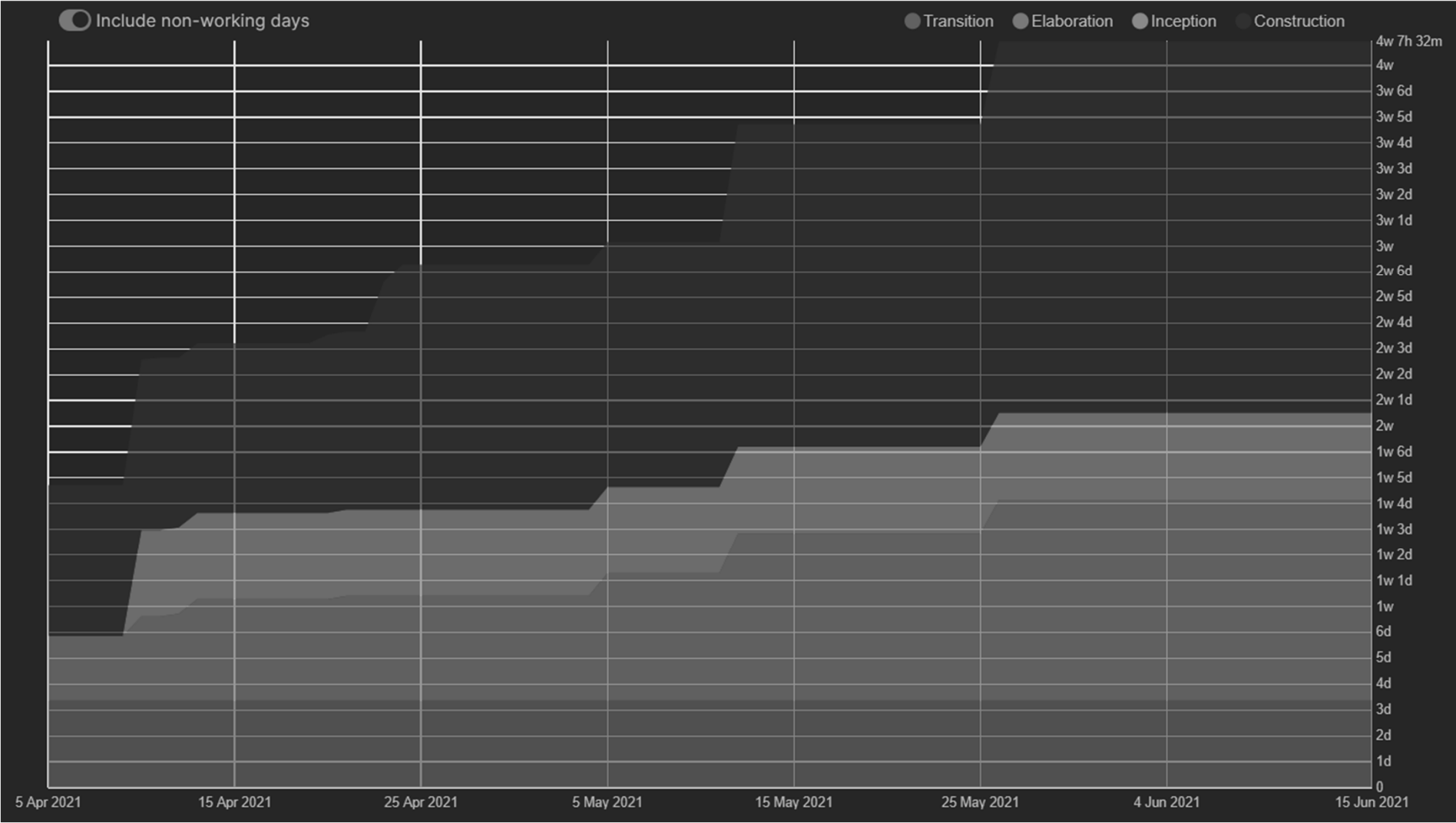
FUNCTION POINTS



BURN DOWN CHART



CUMULATIVE FLOW (RUP PHASES)



CI/CD

Latest release

1.2.0

dd4e783

Verified

Compare

Release 1.2.0

github-actions released this 14 days ago

Merge pull request #118 from LittleBeasts/development

Development

Assets 3

littleBeasts.jar

Source code (zip)

Source code (tar.gz)

Build And Release Build And Release #8

Summary

Jobs

build

Triggered via push 14 days ago

lkno0705 dd4e783 master

Status

Success

Total duration

57s

Artifacts

1

maven.yml

on: push

build 39s

Artifacts

Produced during runtime

Name	Size
littleBeasts	17.3 MB

Build And Release Build And Release #8

Summary

Jobs

build

build

succeeded 14 days ago in 39s

Set up job

Build christian-draeger/increment-semantic-version@1.0.2

Run actions/checkout@v2

Set up JDK 11

Build with Maven

Bump release version

Upload Artifacts

Run actions/upload-artifact@v2

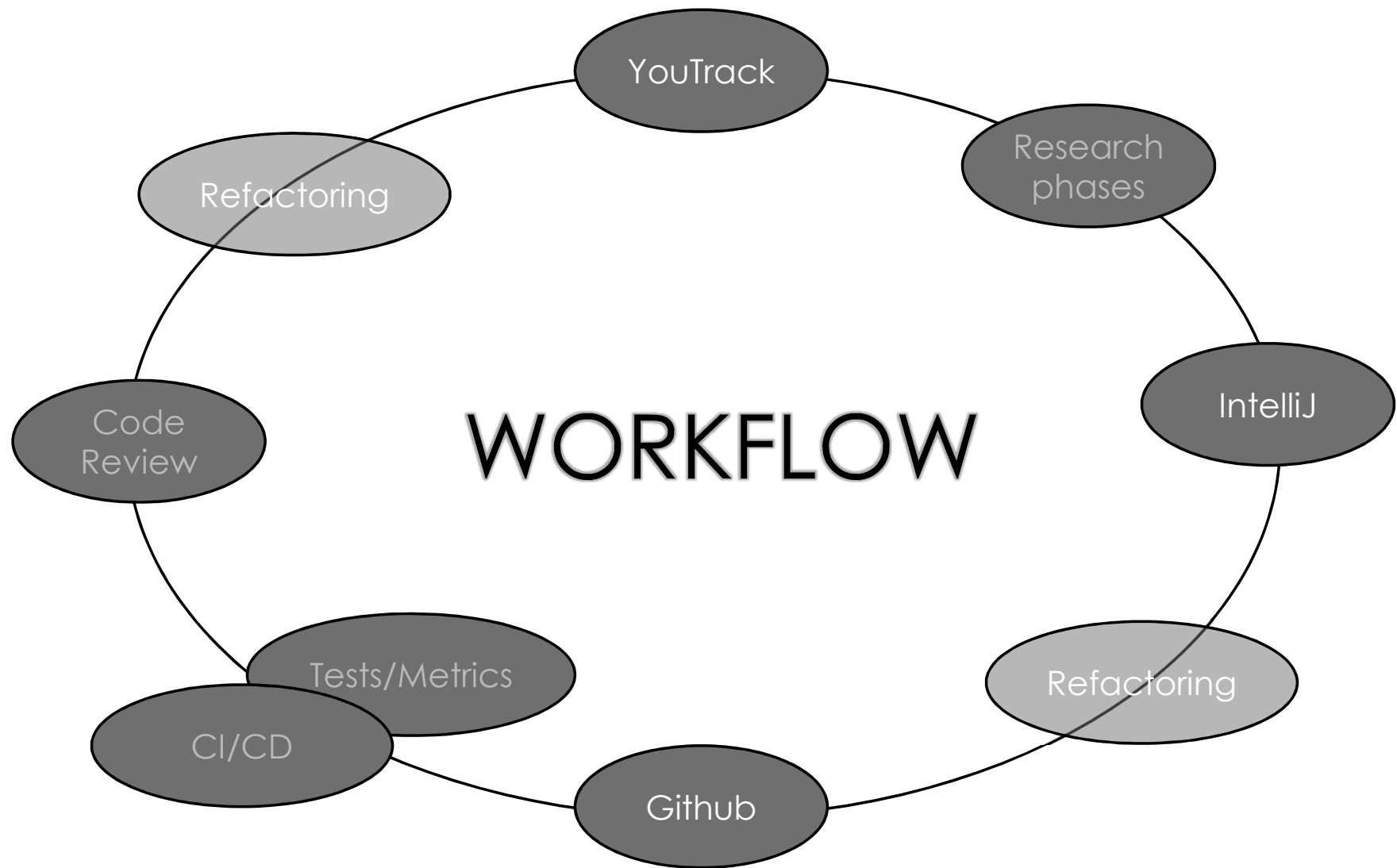
Create Release

Upload Release Asset

Post Set up JDK 11

Post Run actions/checkout@v2

Complete job

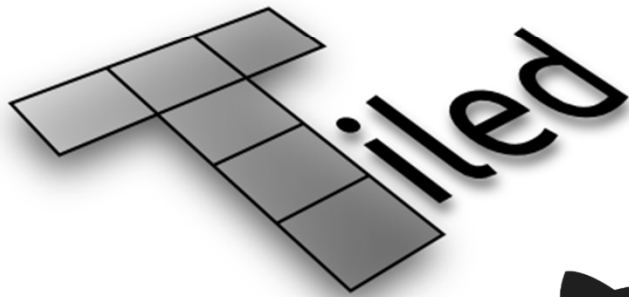
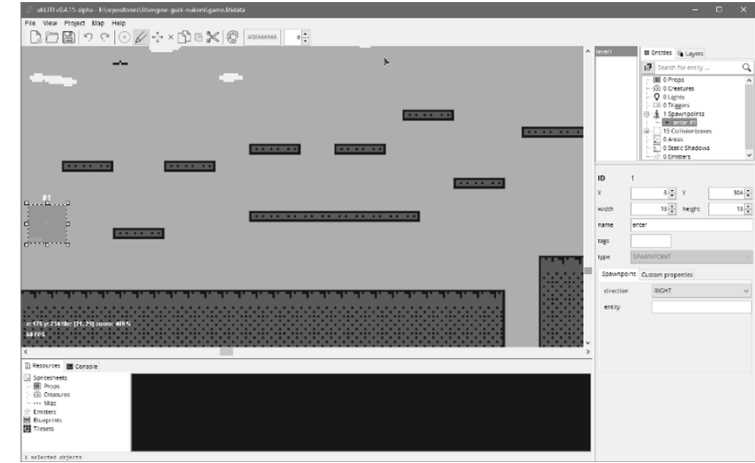


TECHNICAL ABILITIES

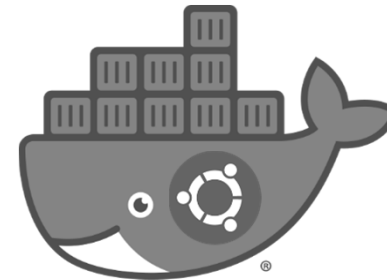
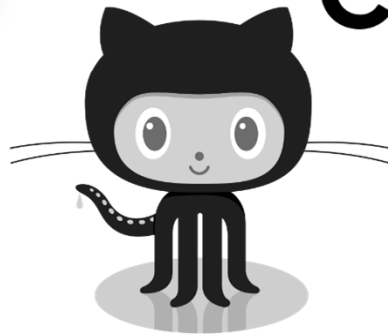
TECHNOLOGIES - LITIENGINE



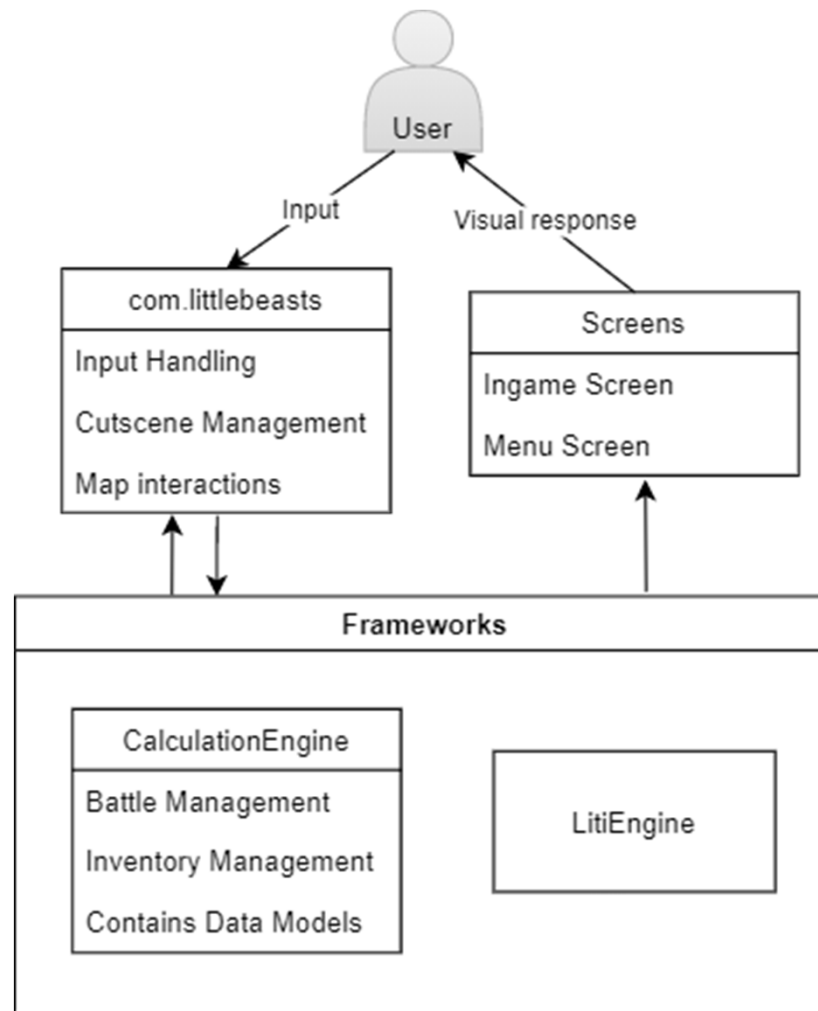
LITIENGINE



cucumber



HIGH-LEVEL ARCHITECTURE



QUALITY ASSURANCE

TESTING

cucumber

JUnit

```
▼ ✓ automatedTests.DoneAuto 0 ms
  ▼ ✓ Feature: Attack a chara 0 ms
    ▼ ✓ Scenario: Player picl 0 ms
      ✓ Given the Player 0 ms
      ✓ And the Player is 0 ms
      ✓ When the Player 0 ms
      ✓ Then a menu op 0 ms
  ▼ ✓ Feature: Start the game 0 ms
    ▼ ✓ Scenario: Player star 0 ms
      ✓ Given the Player 0 ms
      ✓ When the Player 0 ms
      ✓ Then the game s 0 ms
```

```
2 Scenarios (2 passed)
7 Steps (7 passed)
0m26.922s
```

```
Tests run: 9, Failures: 0, Errors: 0, Skipped: 0, Time elapsed: 27.222 sec
```

```
Results :
```

```
Tests run: 9, Failures: 0, Errors: 0, Skipped: 0
```

```
[INFO] -----
[INFO] BUILD SUCCESS
[INFO] -----
[INFO] Total time: 28.616 s
[INFO] Finished at: 2020-11-10T21:38:24+01:00
[INFO] -----
```


CODACY

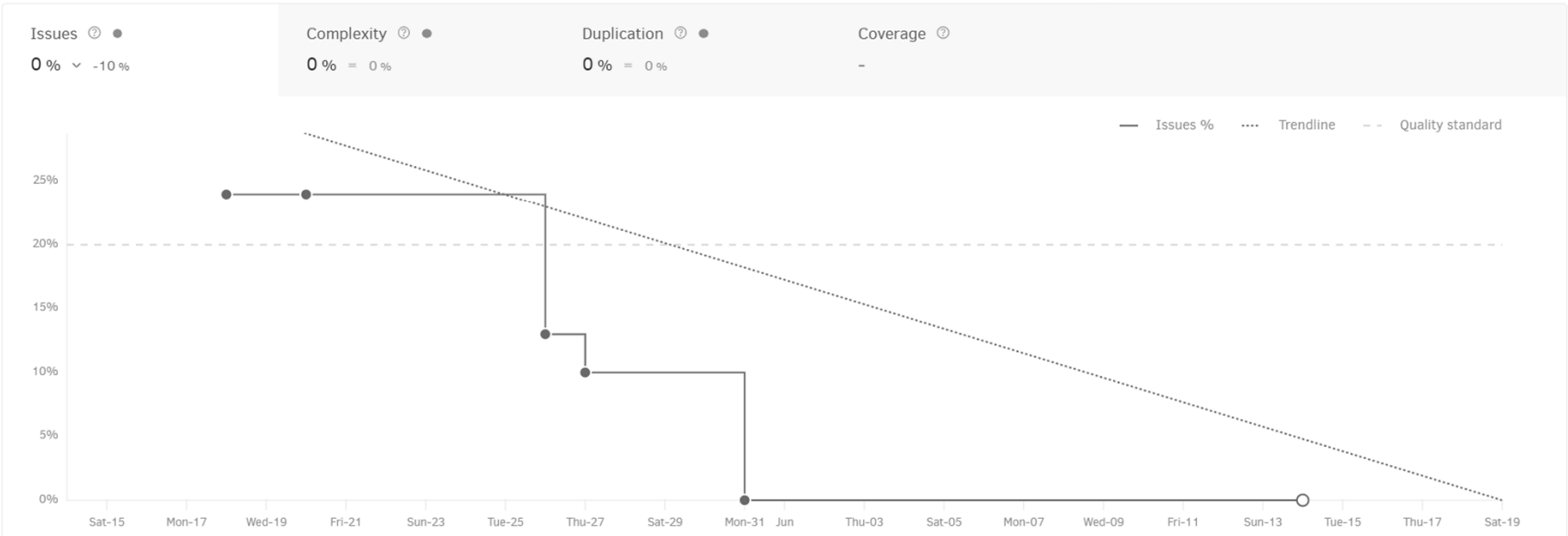
Repository name	Grade	Issues	Complexity	Duplication	Coverage	Last updated
littleBeasts	A	0%	0%	0%	-	14 days ago
calculationEngine	A	8%	0%	2%	-	a month ago

littleBeasts A master

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Quality evolution

Last 3 months Last 31 days Last 7 days



DEMO